ABSTRACT OF THE DISCLOSURE

A game system performs perspective projection conversion of vertex coordinates of a plurality of polygons forming three-dimensional objects located in an imaginary three-dimensional space based on perspective conversion matrix, and forms display images of the three-dimensional objects on a projection plane of a viewpoint coordinate system. The game system includes: a storage unit for storing at least data of the vertex coordinates of the plurality of polygons and data of the perspective conversion matrices; a coordinate conversion unit for reading out the data of the vertex coordinates of the plurality of polygons and the data of a plurality of perspective conversion matrices different from each other from the storage unit, and for performing perspective projection conversion of the vertex coordinates of the plurality of polygons for each of the plurality of perspective conversion matrices; and an image processor for forming display images of the three-dimensional objects on the projection plane of the viewpoint coordinate system based on the vertex coordinates of the plurality of polygons after the perspective projection conversion.